Reversibility and Adiabatic Computation: Trading Time and Space for Energy*

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Abstract

Future miniaturization and mobilization of computing devices requires energy parsimonious 'adiabatic' computation. This is contingent on logical reversibility of computation. An example is the idea of quantum computations which are reversible except for the irreversible observation steps. We propose to study quantitatively the exchange of computational resources like time and space for irreversibility in computations. Reversible simulations of irreversible computations are memory intensive. Such (polynomial time) simulations are analysed here in terms of 'reversible' pebble games. We show that Bennett's pebbling strategy uses least additional space for the greatest number of simulated steps. We derive a trade-off for storage space versus irreversible erasure. Next we consider reversible computation itself. An alternative proof is provided for the precise expression of the ultimate irreversibility cost of an otherwise reversible computation without restrictions on time and space use. A time-irreversibility trade-off hierarchy in the exponential time region is exhibited. Finally, extreme time-irreversibility trade-offs for reversible computations in the thoroughly unrealistic range of computable versus noncomputable time-bounds are given.

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1 Introduction

The ultimate limits of miniaturization of computing devices, and therefore the speed of computation, are constrained by the increasing density of switching elements in the device. Linear speed up by shortening interconnects on a two-dimensional device is attended by cubing the dissipated energy per area unit per second. Namely, we square the number of switching elements per area unit and linearly increase the number of switching events per switch per time unit. The attending energy dissipation on this scale in the long run cannot be compensated for by cooling. Reduction of the energy dissipation per elementary computation step therefore determines future advances in computing power. In view of the difficulty in improving low-weight small-size battery performance, low-energy computing is already at this time of writing a main determining factor in advanced mobilization of computing and communication.

Since 1940 the dissipated energy per bit operation in a computing device has with remarkable regularity decreased by roughly one order of magnitude (tenfold) every five years, [Keyes, 1988, Landauer, 1988]. Extrapolations of current trends show that the energy dissipation per binary logic operation needs to be reduced below kT (thermal noise) within 20 years. Here k is Boltzmann's constant and T the absolute temperature in degrees Kelvin, so that $kT \approx 3 \times 10^{-21}$ Joule at room temperature. Even at kT level, a future device containing 10^{18} gates in a cubic centimeter operating at a gigahertz dissipates about 3 million watts/second. For thermodynamic reasons, cooling the operating temperature of such a computing device to almost absolute zero (to get kT down) must dissipate at least as much energy in the cooling as it saves for the computing, [Merkle, 1993].

Considerations of thermodynamics of computing started in the early fifties. J. von Neumann reputedly thought that a computer operating at temperature T must dissipate at least $kT \ln 2$ Joule per elementary bit operation, [Burks, 1966]. But R. Landauer [Landauer, 1961] demonstrated that it is only the 'logically irreversible' operations in a physical computer that are required to dissipate energy by generating a corresponding amount of entropy for each bit of information that gets irreversibly erased. As a consequence, any arbitrarily large reversible computation can be performed on an appropriate physical device using only one unit of physical energy *in principle*.

Examples of logically reversible operations are 'copying' of records, and 'canceling' of one record with respect to an identical record provided it is

known that they are identical. They are physically realizable (or almost realizable) without energy dissipation. Such operations occur when a program sets $y := x$ and later (reversibly) erases $x := 0$ while retaining the same value in y. We shall call such reversible erasure 'canceling' x against y. Irrespective of the original contents of variable x we can always restore x by $x := y$. However, if the program has no copy of the value in variable x which can be identified by examining the program without knowing the contents of the variables, then after (irreversibly) erasing $x := 0$ we cannot restore the original contents of x even though some variable z may have by chance the same contents. 'Copying' and 'canceling' are logically reversible, and their energy dissipation free execution gives substance to the idea that logically reversible computations can be performed with zero energy dissipation.

Generally, an operation is *logically reversible* if its inputs can always be deduced from the outputs. Erasure of information in a way such that it cannot be retrieved is not reversible. Erasing a bit irreversibly necessarily dissipates $kT \ln 2$ energy in a computer operating at temperature T. In contrast, computing in a logically reversible way says nothing about whether or not the computation dissipates energy. It merely means that the laws of physics do not require such a computer to dissipate energy. Logically reversible computers built from reversible circuits, [Fredkin & Toffoli, 1982], or the reversible Turing machine, [Bennett, 1982], implemented with current technology will presumably dissipate energy but may conceivably be implemented by future technology in an adiabatic fashion. Current conventional electronic technologies for implementing 'adiabatic' logically reversible computation are discussed in [Merkle, 1993, Proc. PhysComp, 1981, 1992, 1994].

An example of a hypothetical reversible computer that is both logically and physically perfectly reversible and perfectly free from energy dissipation is the billiard ball computer, [Fredkin & Toffoli, 1982]. Another example is the exciting prospect of quantum computation, [Feynman, 1985, Deutsch, 1985, Shor, 1994], which is reversible except for the irreversible observation steps.

1.1 Outline of the Paper

Here we propose the quantitative study of exchanges of computing resources such as time and space for irreversibility which we believe will be relevant for the physics of future computation devices.

Reversible simulation. Bennett [Bennett, 1989] gives a general reversible simulation for irreversible algorithms in the stylized form of a pebble

game. While such reversible simulations incur little overhead in additional computation time, they may use a large amount of additional memory space during the computation. We show that among all simulations which can be modelled by the pebble game, Bennett's simulation is optimal in that it uses the least auxilliary space for the greatest number of simulated steps. That is, if S is the space used by the simulated irreversible computation, then the simulator uses nS space to simulate $(2^n-1)S$ steps of the simulated computation. Moreover, we show that no simple generalization of such simulations can simulate that many steps using $(n-1)S$ space. On the other hand, we show that at the cost of a limited amount of erasure the simulation can be made more space efficient: we can save kS space in the reversible simulation at a cost of $(2^{k+2}-1)S$ irreversible bit erasures, for all k with $1 \leq k \leq n$. Hence there can be an advantage in adding limited irreversibility to an otherwise reversible simulation of conventional irreversible computations. This may be of some practical relevance for adiabatic computing.

Reversible computation. Next, we consider irreversibility issues related to reversible computations themselves. Such computations may be directly programmed on a reversible computer or may be a reversible simulation of an irreversible computation. References [Lecerf, 1963, Bennett, 1973] show independently that all computations can be performed logically reversibly at the cost of eventually filling up the memory with unwanted garbage information. This means that reversible computers with bounded memories require in the long run irreversible bit operations, for example, to erase records irreversibly to create free memory space. The minimal possible number of irreversibly erased bits to do so determines the ultimate limit of heat dissipation of the computation by Landauer's principle.

To establish the yardstick for subsequent trade-offs, we give an alternative direct operational proof for the known exact expression of the ultimate number of irreversible bit operations in an otherwise reversible computation, without any bounds on computational resources like time and space, Theorem 2.[1]

Time-Irreversibility trade-offs. Clearly, to potentially reduce physical energy dissipation one first needs to reduce the number of irreversible bit erasures in an otherwise reversible computation. This can be achieved by using more computation steps to drive the number of irreversible computation steps closer to ultimate limits. The method typically reversibly

[1]This is the unpublished proof in [Li and Vitányi, 1992]; compare with the proof in [Bennett *et al.,* 1993].

compresses 'garbage' information before irreversibly erasing it. (A similar situation holds for space bounds on memory use.)

Time-Irreversibility hierarchy. For exponential time bounds diagonalization techniques are used to establish the existence of a sequence of increasing time bounds for a computation resulting in a sequence of decreasing irreversibility costs. (These time bounds are exponential functions, while practical adiabatic computation usually deals with less-than-exponential time in the size of the input.)

Extreme trade-offs. In the thoroughly unrealistic realm of computable versus noncomputable time-bounds it turns out that there exist most extreme time-irreversibility trade-offs.

1.2 Previous Work

Currently, we are used to design computational procedures containing irreversible operations. To perform the intended computations without energy dissipation the related computation procedures need to become completely reversible. Fortunately, all irreversible computations can be simulated in a reversible manner, [Lecerf, 1963, Bennett, 1973]. All known reversible simulations of irreversible computations use little overhead in time but large amounts of additional space. Commonly, polynomial time computations are considered as the practically relevant ones. Reversible simulation will not change such a time bound significantly, but requires considerable additional memory space. In this type of simulation one needs to save on space; time is already almost optimal.

The reversible simulation in [Bennett, 1973] of T steps of an irreversible computation from x to $f(x)$ reversibly computes from input x to output $\langle x, f(x)\rangle$ in $T' = O(T)$ time. However, since this reversible simulation at some time instant has to record the entire history of the irreversible computation, its space use increases linear with the number of simulated steps T. That is, if the simulated irreversible computation uses S space, then for some constant $c > 1$ the simulation uses $T' \approx c + cT$ time and $S' \approx c + c(S + T)$ space. The question arises whether one can reduce the amount of auxiliary space needed by the simulation by a more clever simulation method or by allowing limited amounts of irreversibility.

In [Bennett, 1989] another elegant simulation technique is devised reducing the auxiliary storage space. This simulation does not save the entire history of the irreversible computation but it breaks up the simulated computation into segments of about S steps and saves in a hierarchical manner

checkpoints consisting of complete instantaneous descriptions of the simulated machine (entire tape contents, tape heads positions, state of the finite control). After a later checkpoint is reached and saved, the simulating machine reversibly undoes its intermediate computation reversibly erasing the intermediate history and reversibly canceling the previously saved checkpoint. Subsequently, the computation is resumed from the new checkpoint onwards.

The reversible computation simulates k^n segments of length m of irreversible computation in $(2k-1)^n$ segments of length $\Theta(m+S)$ of reversible computation using $n(k-1)+1$ checkpoint registers using $\Theta(m+S)$ space each, for each k, n, m.

This way it is established that there are various trade-offs possible in time-space in between $T' = \Theta(T)$ and $S' = \Theta(TS)$ at one extreme ($k = 1, m = T, n = 1$) and (with the corrections of [Levine and Sherman, 1990]) $T' = \Theta(T^{1+\epsilon}/S^{\epsilon})$ and $S' = \Theta(c(\epsilon)S(1 + \log T/S))$ with $c(\epsilon) = \epsilon 2^{1/\epsilon}$ for each $\epsilon > 0$, using always the same simulation method but with different parameters k, n where $\epsilon = \log_k(2k-1)$ and $m = \Theta(S)$. Typically, for $k = 2$ we have $\epsilon = \log 3$. Since for $T > 2^S$ the machine goes into a computational loop, we always have $S \leq \log T$. Therefore, it follows from Bennett's simulation that each irreversible Turing machine using space S can be simulated by a reversible machine using space S^2 in polynomial time.

2 Reversible Simulation

Analysing the simulation method of [Bennett, 1989] shows that it is essentially no better than the simple [Bennett, 1973] simulation in terms of time versus irreversible erasure trade-off. Extra irreversible erasing can reduce the simulation time of the former method to $\Theta(T)$, but the 'simple' method has $\Theta(T)$ simulation time without irreversible erasures anyway, but at the cost of a large space consumption. Therefore, it is crucial to decrease the extra space required for the pure reversible simulation without increasing time if possible, and in any case further reduce the extra space at the cost of limited numbers of irreversible erasures.

Since there is no better general reversible simulation of an irreversible computation known as the above one, and it seems likely that each proposed method must have similar history preserving features, analysis of this particular style of simulation may in fact give results with more general validity. We establish lower bounds on space use and upper bounds on space versus

irreversible erasure trade-offs.

To analyse such trade-offs we use Bennett's brief suggestion in [Bennett, 1989] that a reversible simulation can be modelled by the following 'reversible' pebble game. Let G be a linear list of nodes $\{1, 2, \ldots, T_G\}$. We define a *pebble game* on G as follows. The game proceeds in a discrete sequence of steps of a single *player*. There are n pebbles which can be put on nodes of G. At any time the set of pebbles is divided in pebbles on nodes of G and the remaining pebbles which are called *free* pebbles. At each step either an existing free pebble can be put on a node of G (and is thus removed from the free pebble pool) or be removed from a node of G (and is added to the free pebble pool). The rules of the game are as follows.

1. Initially G is unpebbled and there is a pool of free pebbles.
2. In each step the player can put either

   (a) a free pebble on node 1 or remove a pebble from node 1, or

   (b) for some node $i > 1$, put a free pebble on node i or remove a pebble from node i, provided node $i - 1$ is pebbled at the time.
3. The player wins the game if he pebbles node T_G and subsequently removes all pebbles from G.

The maximum number n of pebbles which are simultaneously on G at any time in the game gives the space complexity nS of the simulation. If one deletes a pebble not following the above rules, then this means a block of bits of size S is erased irreversibly. The limitation to Bennett's simulation is in fact space, rather than time. When space is limited, we may not have enough place to store garbage, and these garbage bits will have to be irreversibly erased. We establish a tight lower bound for *any* strategy for the pebble game in order to obtain a space-irreversibility trade-off.

Lemma 1 *There is no winning strategy with n pebbles for $T_G \geq 2^n$.*

Proof. Fix any pebbling strategy for the player. To prove the lemma it suffices to show that the player cannot reach node $f(k) = 2^k$ using k pebbles, and also remove all the pebbles at the end, for $k := 1, 2, \ldots$. We proceed by induction.

Basis: $k = 1$. It is straightforward to establish $f(1) = 2$ cannot be reached with 1 pebble.

Induction: $k \to k+1$. Assume that $f(i) = 2^i$ cannot be reached with i pebbles, for $i = 1, \ldots, k$, has been established. Consider pebbling G using $k+1$ pebbles. Assume, that the player can pebble node $f(k)+1 = 2^k+1$ (otherwise the induction is finished).

Then, by the rules of the game, there must be a *least* step t such that for *all times* $t' > t$ there are pebbles on some nodes in $f(k)+1, f(k)+2, \ldots, T_G$. Among other things, this implies that at step $t+1$ node $f(k)+1$ is pebbled.

Partition the first $f(k)-2$ nodes of G into disjoint consecutive regions: starting with node 1, region L_i consists of the next block of $f(k-i)$ nodes, for $i = 1, \ldots, k-1$. That is, $L_i = \{\sum_{j=1}^{k-i+1} 2^{k-j} + 1, \ldots, \sum_{j=1}^{k-i} 2^{k-j}\}$. The regions $L_1, \ldots, L_{k-1}$ cover nodes $1, \ldots, f(k)-2$. Denote the remainder of G but for nodes $f(k)-1, f(k)$ by R, that is $R = G - \{f(k)-1, f(k)\} - \bigcup_{i=1}^{k-1} L_i = \{f(k)+1, f(k)+2, \ldots, T_G\}$.

Consider the game from step $t+1$ onwards. If there is always at least one pebble on nodes $1, \ldots, f(k)$, then by inductive assumption the player can pebble with one initial pebble on $f(k)+1$ and the remaining $k-1$ free pebbles at most $f(k)-1$ nodes and hence no further than node $2f(k)-1 = 2^{k+1}-1$, and the induction is finished.

Therefore, to possibly pebble node 2^{k+1} the player needs to remove all pebbles from nodes $1, \ldots, f(k)$ first. Because node $f(k)+1$ was pebbled at step $t+1$, we know that node $f(k)$ did have a pebble at that time according to the game rules. By assumption, from time $t+1$ there will henceforth always be a leading pebble in region R. Moreover, at time $t+1$ there is a pebble on node $f(k)$. To remove all the pebbles in range $1, \ldots, f(k)$, the following requirements have to be satisfied.

- From time $t+1$ onwards, there must always be a pebble at a strategic location in L_1 until the last remaining pebble in $G - (L_1 \cup R) = \{f(k-1)+1, \ldots, f(k)\}$ is removed. Otherwise with at most $k-1$ pebbles, the player cannot cross the unpebbled region L_1 (because $|L_1| = f(k-1)$) to reach and remove the *finally last remaining* pebble in the range $G - (L_1 \cup R)$. There are only $k-1$ pebbles available because from time $t+1$ on we have a pebble in region R, and at least one pebble in $H = G - (L_1 \cup R)$.

- From time $t+1$ onwards, there must always be a pebble at a strategic location in L_2 until the last remaining pebble in $G - (L_1 \cup L_2 \cup R) = \{f(k-1)+f(k-2)+1, \ldots, f(k)\}$ is removed. Otherwise, with at most $k-2$ pebbles, the player cannot cross the unpebbled region L_2 (because

$|L_2| = f(k-2)$) to reach and remove the *finally last remaining* pebble in the range $G - (L_1 \cup L_2 \cup R)$. There are only $k-2$ pebbles available because from time $t+1$ on we have a pebble in region R, a pebble in L_1 (to help removing the last remaining pebble in L_2), and at least one pebble in $H = G - (L_1 \cup L_2 \cup R)$.

- By iteration of the argument, there must be a pebble in each region L_i at time $t+1$, for $i = 1, \ldots, k-1$.

But these requirements use up $k-1$ pebbles located in regions $L_1, \ldots, L_{k-1}$. None of these regions can become pebble-free before we free the pebble on node $f(k)$, that is, the kth pebble. The $(k+1)$st pebble is in region R forever after step $t+1$. Therefore, there is no pebble left to pebble node $f(k)-1$ which is not in $R \bigcup \{f(k)\} \bigcup_{i=1}^{k-1} L_i$. Hence it is impossible to remove all k pebbles from the first nodes $1, \ldots, f(k)$. Thus, leaving one pebble in region $\{1, \ldots, f(k)\}$ with at most k remaining pebbles, by inductive assumption, the player can pebble no farther than node $2f(k)-1$, which finishes the induction. $\square$

Lemma 2 *There is a winning strategy with n pebbles for $T_G = 2^n - 1$.*

Proof. Bennett's simulation [Bennett, 1989] is a winning strategy. We describe his game strategy as the pebble game $G = \{1, \ldots, T_G\}$, recursively. Let $I_k = I_{k-1} i_{k-1} I_{k-2} i_{k-2} \ldots I_1 i_1 I_0 i_0$ where I_j is a sequence of $2^j - 1$ consecutive locations in G, and i_j is the node directly following I_j, for $j = 0, 1, \ldots, k-1$. Note that $|I_0| = 0$.

Let $F(k, I_k)$ be the program to pebble an initially pebble-free interval I_k of length $2^k - 1$ of G, starting with k free pebbles and a pebble-free I_k and ending with k pebbles on I_k including one pebble on the last node of I_k.

Let $F^{-1}(k, I_k)$ be the program starting with the end configuration of $F(k, I_k)$ and executing the operation sequence of $F(k, I_k)$ in reverse, each operation replaced by its inverse which undoes what the original operation did, ending with $F(k, I_k)$'s initial configuration. We give the precise procedure in self-explanatory pseudo PASCAL.

Procedure $F(k, I_k)$:
for $i := 1, 2, \ldots, k$:
  $F(k-i, I_{k-i})$;
  put pebble on node i_{k-i} ;

$F^{-1}(k-i, I_{k-i})$

Procedure $F^{-1}(k, I_k)$:
for $i := k, k-1, \ldots, 1$:
$F^{-1}(k-i, I_{k-i})$;
remove pebble on node i_{k-i} ;
$F(k-i, I_{k-i})$

Note that this way both $F(0, I_0)$ and $F^{-1}(0, I_0)$ are 'skip' operations which don't change anything. The size T_G of a pebble game which is won using this strategy using n pebbles is $|I_n| = 2^n - 1$. Moreover, if $F(k, I_k)$ takes $t(k)$ steps we find $t(k) = 2t(k-1) + \cdots + f(1) + k - 1$. Then, $t(k) = 3t(k-1) - 1$. That is, the number of steps T'_G of a winning play of a pebble game of size $T_G = 2^n - 1$ is $T'_G \approx 3^n$, that is, $T'_G \approx T_G^{\log 3}$. $\square$

The simulation given in [Bennett, 1989] follows the rules of the pebble game of length $T_G = 2^n - 1$ with n pebbles above. A winning strategy for a game of length T_G using n pebbles corresponds with reversibly simulating T_G segments of S steps of an irreversible computation using S space such that the reversible simulator uses $T' \approx ST'_G \approx ST_G^{\log 3}$ steps and total space $S' = nS$. The space S' corresponds to the maximal number of pebbles on G at any time during the game. The placement or removal of a pebble in the game corresponds to the reversible copying or reversible cancelation of a 'checkpoint' consisting of the entire instantaneous description of size S (work tape contents, location of heads, state of finite control) of the simulated irreversible machine. The total time $T_G S$ used by the irreversible computation is broken up in segments of size S so that the reversible copying and canceling of a checkpoints takes about the same number of steps as the computation segments in between checkpoints. [2]

We can now formulate a trade-off between space used by a polynomial time reversible computation and irreversible erasures. First we show that allowing a limited amount of erasure in an otherwise reversible computation means that we can get by with less work space. Therefore, we define an

[2] In addition to the rules of the pebble game there is a permanently pebbled initial node so that the simulation actually uses $n+1$ pebbles for a pebble game with n pebbles of length $T_G + 1$. The simulation uses $n + 1 = S'/S$ pebbles for a simulated number of $S(T_G + 1)$ steps of the irreversible computation.

m-erasure pebble game as the pebble game above but with the additional rule

- In at most m steps the player can remove a pebble from any node $i > 1$ without node $i-1$ being pebbled at the time.

An m-erasure pebble game corresponds with an otherwise reversible computation using mS irreversible bit erasures, where S is the space used by the irreversible computation being simulated.

Lemma 3 *There is a winning strategy with n pebbles and $2m-1$ erasures for pebble games G with $T_G = m2^{n-1}$, for all $m \geq 1$.*

Proof. The strategy is to advance in blocks of size $2^{n-1}-1$ using $n-1$ pebbles without erasures (as in Lemma 2), put the nth pebble in front, and invert the advancement process to free all the pebbles in the block. The last remaining pebble has no predecessor and needs to be irreversibly erased except in the initial block. The initial pebble is put in front of the lastly placed nth pebble which, having done its duty as springboard for this block, is subsequently irreversibly erased. Therefore, the advancement of each block requires two erasures, except the first block which requires one, yielding a total of $2m-1$ erasures. Let $G = \{1, 2, \ldots, T_G\}$ be segmented as $B_1 b_1 \ldots B_m b_m$, where each B_i is a copy of interval I_{n-1} above and b_i is the node following B_i, for $i = 1, \ldots, m$. Hence, $T_G = m2^{n-1}$. We give the precise procedure in self-explanatory pseudo PASCAL using the procedures given in the proof of Lemma 2.

Procedure $A(n, m, G)$:
for $i := 1, 2, \ldots, m$:
  $F(n-1, B_i)$;
  erase pebble on node b_{i-1} ;
  put pebble on node b_i ;
  $F^{-1}(n-1, B_i)$ (removal of pebble from first node of B_i is an erasure)

The simulation time T'_G is $T'_G \approx 2m \cdot 3^{n-1} + 2 \approx 2m(T_G/m)^{\log 3} = 2m^{1-\log 3} T_G^{\log 3}$ for $T_G = m2^{n-1}$. □

Theorem 1 (Space-Irreversibility Trade-off) *(i) Pebble games G of size $2^n - 1$ can be won using n pebbles but not using $n-1$ pebbles.*

(ii) If G is a pebble game with a winning strategy using n pebbles without erasures, then there is also a winning strategy for G using E erasures and $n - \log(E+1)$ pebbles (for E is an odd integer at least 1).

Proof. (i) By Lemmas 2, 1.

(ii) By (i), $T_G = 2^n - 1$ is the maximum length of a pebble game G for which there is a winning strategy using n pebbles and no erasures. By Lemma 3, we can pebble a game G of length $T_G = m2^{n-\log m} = 2^n$ using $n + 1 - \log m$ pebbles and $2m - 1$ erasures. $\Box$

We analyse the consequences of Theorem 1. It is convenient to consider the special sequence of values $E := 2^{k+2} - 1$ for $k := 0, 1, \ldots$. Let G be Bennett's pebble game of Lemma 2 of length $T_G = 2^n - 1$. It can be won using n pebbles without erasures, or using $n - k$ pebbles plus $2^{k+2} - 1$ erasures (which gives a gain over not erasing as in Lemma 2 only for $k \geq 1$), but not using $n - 1$ pebbles.

Therefore, we can exchange space use for irreversible erasures. Such a trade-off can be used to reduce the excessive space requirements of the reversible simulation. The correspondence between the erasure pebble game and the otherwise reversible computations using irreversible erasures that if the pebble game uses $n - k$ pebbles and $2^{k+2} - 1$ erasures, then the otherwise reversible computation uses $(n-k)S$ space and erases $(2^{k+2}-1)S$ bits irreversibly.

Therefore, a reversible simulation of an irreversible computation of length $T = (2^n - 1)S$ can be done using nS space using $(T/S)^{\log 3} S$ time, but is impossible using $(n-1)S$ space. It can also be performed using $(n-k)S$ space, $(2^{k+2} - 1)S$ irreversible bit erasures and $2^{(k+1)(1-\log 3)+1}(T/S)^{\log 3} S$ time. In the extreme case we use no space to store the history and erase about $4T$ bits. This corresponds to the fact that an irreversible computation may overwrite its scanned symbol irreversibly at each step.

Definition 1 Consider a simulation using S' storage space and T' time which computes $y = \langle x, f(x) \rangle$ from x in order to simulate an irreversible computation using S storage space and T time which computes $f(x)$ from x. The *irreversible simulation cost* $B^{S'}(x, y)$ of the simulation is the number of irreversibly erased bits in the simulation (with the parameters S, T, T' understood).

If the irreversible simulated computation from x to $f(x)$ uses T steps, then for $S' = nS$ and $n = \log(T/S)$ we have above treated the most space parsimonious simulation which yields $B^{S'}(x,y) = 0$, with $y = \langle x, f(x) \rangle$.

Corollary 1 (Space-Irreversibility Trade-off) *Simulating a $T = (2^n - 1)S$ step irreversible computation from x to $f(x)$ using S space by a computation from x to $y = \langle x, f(x) \rangle$, the irreversible simulation cost satisfies:*
(i) $B^{(n-k)S}(x,y) \leq B^{nS}(x,y) + (2^{k+2} - 1)S$, for $n \geq k \geq 1$.
(ii) $B^{(n-1)S}(x,y) > B^{nS}(x,y)$, for $n \geq 1$.

For the most space parsimonious simulation with $n = \log(T/S)$ this means that $B^{S(\log(T/S)-k)}(x,y) \leq B^{S\log(T/S)}(x,y) + (2^{k+2} - 1)S$.

We *conjecture* that *all* reversible simulations of an irreversible computation can essentially be represented as the pebble game defined above, and that consequently the lower bound of Lemma 1 applies to all reversible simulations of irreversible computations. If this conjecture is true then the trade-offs above turn into a space-irreversibility hierarchy for polynomial time computations.

3 Reversible Computation

Given that a computation is reversible, either by being reversible *a priori* or by being a reversible simulation of an irreversible computation, it will increasingly fill up the memory with unwanted garbage information. Eventually this garbage has to be irreversibly erased to create free memory space. As before, the number of irreversibly erased bits in an otherwise reversible computation which replaces input x by output y, each unit counted as $kT \ln 2$, represents energy dissipation. Complementary to this idea, if such a computation uses initially irreversibly provided bits apart from input x, then they must be accounted at the same negated cost as that for irreversible erasure. Because of the reversibility of the computation, we can argue by symmetry. Namely, suppose we run a reversible computation starting when memory contains input x and additional record p, and ending with memory containing output y and additional garbage bits q. Then p is irreversibly provided, and q is irreversibly deleted. But if we run the computation backward, then the roles of x, p and y, q are simply interchanged.

Should we charge for the input x or the output y? We do not actually know where the input comes from, nor where the the output goes to. Suppose we cut a computation into two consecutive segments. If the output of

one computation segment is the input of another computation segment, then the thermodynamic cost of the composition does not contain costs related to these intermediate data. Thus, we want to measure just the number of irreversible bit operations of a computation. We can view any computation as consisting of a sequence of reversible and irreversible operation executions. We want the irreversibility cost to reflect all nonreversible parts of the computation. The irreversibility cost of an otherwise reversible computation must be therefore set to the *sum* of the number of irreversibly provided and the number of irreversibly erased bits.

We consider the following axioms as a formal basis on which to develop a theory of irreversibility of computation.

Axiom 1 Reversible computations do not incur any cost.

Axiom 2 Irreversibly provided and irreversibly deleted bits in a computation incur unit cost each.

Axiom 3 In a reversible computation which replaces input x by output y, the input x is not irreversibly provided and the output y is not irreversibly deleted.

Axiom 4 All physical computations are effective.

Axiom 4 is simply an extended form of *Church's Thesis*: the notion of physical computation coincides with effective computation which coincides with the formal notion of Turing machines computation. Deutsch, [Deutsch, 1985], and others have argued the possibility that this is false. If that turns out to be the case then either our arguments are to be restricted to those physical processes for which Axiom 4 holds, or, perhaps, one can extend the notion of effective computations appropriately.

In reference [Bennett *et al.,* 1993] we and others developed a theory of information distance with application to the number of irreversible bit operations in an otherwise reversible computation. A precursor to this line of thought is [Zurek, 1989]. Among others, they considered the information distance obtained by *minimizing* the total amount of information flowing in and out during a reversible computation in which the program is not retained.

Since the ultimate limit of energy dissipation by computation is expressed in the number of bits in the irreversibly erased records, we consider compactification of records. Rather as in analogy of garbage collection by a

garbage truck: the cost is less if we compact the garbage before we throw it away.

The ultimate compactification of data which can be effectively exploited is given by its Kolmogorov complexity. This is a recursively invariant concept, and expresses the limits to which effective methods can go. Consequently, the mundane matter of energy dissipation of physical computation can be linked to, and expressed in, the pristine rigorous notion of Kolmogorov complexity.

3.1 Kolmogorov Complexity and Irreversibility Cost

The Kolmogorov complexity, see [Li and Vitányi, 1993], of x is the length of the *shortest* effective description of x. Formally, this can be defined as follows. Let $x, y, z \in \mathcal{N}$, where $\mathcal{N}$ denotes the natural numbers and we identify $\mathcal{N}$ and $\{0,1\}^*$ according to the correspondence $(0, \epsilon), (1, 0), (2, 1), (3, 00), (4, 01), \ldots$. Hence, the length $|x|$ of x is the number of bits in the binary string x. Let $T_1, T_2, \ldots$ be a standard enumeration of all Turing machines. Without loss of generality we assume that all machines in this paper have binary input, storage, and output. Consider a standard reversible mapping that maps a pair of integers x, y to another integer $\langle x, y \rangle$. Similarly, $\langle \langle x, y \rangle, z \rangle$ reversibly maps *triplets* of integers to a single integer. Let the mapping be Turing-computable.

Definition 2 *Let U be an appropriate universal Turing machine such that $U(\langle \langle i, p \rangle, y \rangle) = T_i(\langle p, y \rangle)$ for all i and $\langle p, y \rangle$. The* Kolmogorov complexity *of x given y (for free) is*

$$C(x|y) = \min\{|p| : U(\langle p, y \rangle) = x, p \in \{0,1\}^*, i \in \mathcal{N}\}.$$

Axioms 1—4 lead to the definition of the irreversibility cost of a computation as the number of bits we added plus the number of bits we erased in computing one string from another. Let $\mathbf{R} = R_1, R_2, \ldots$ be a standard enumeration of reversible Turing machines, [Bennett, 1973].

The irreversibility cost of otherwise reversibly computing from x to y is the number of extra bits (apart from x) that must be irreversibly supplied at the beginning, plus the number of garbage bits (apart from y) that must be irreversibly erased at the end of the computation to obtain a 'clean' y. The use of irreversibility resources in a computation is expressed in terms of this cost, which is one of the information distances considered in

[Bennett *et al.,* 1993]. It is shown to be within a logarithmic additive term of the sum of the conditional complexities, $C(y|x) + C(x|y)$.

Definition 3 *The* irreversibility cost $E_R(x, y)$ *of computing* y *from* x *by a reversible Turing machine* R *is is*

$$E_R(x, y) = \min\{|p| + |q| : R(\langle x, p\rangle) = \langle y, q\rangle\}.$$

We denote the class of all such cost functions by $\mathcal{E}$*.*

We call an element E_Q of $\mathcal{E}$ a *universal irreversibility cost function*, if $Q \in \mathbf{R}$, and for all R in $\mathbf{R}$

$$E_Q(x, y) \leq E_R(x, y) + c_R,$$

for all x and y, where c_R is a constant which depends on R but not on x or y. Standard arguments from the theory of Turing machines show the following.

Lemma 4 *There is a universal irreversibility cost function in* $\mathcal{E}$*. Denote it by* E_{UR}*.*

Proof. In [Bennett, 1973] a universal reversible Turing machine UR is constructed which satisfies the optimality requirement. $\square$

Two such universal (or optimal) machines UR and UR' will assign the same irreversibility cost to a computation apart from an additive constant term c which is *independent* of x and y (but does depend on UR and UR'). We select a reference universal function UR and define the *irreversibility cost* $E(x, y)$ of computing y from x as

$$E(x, y) \equiv E_{UR}(x, y).$$

In physical terms this cost is in units of $kT \ln 2$, where k is Boltzmann's constant, T is the absolute temperature in degrees Kelvin, and ln is the natural logarithm.

Because the computation is reversible, this definition is *symmetric*: we have $E(x, y) = E(y, x)$.

In our definitions we have pushed all bits to be irreversibly provided to the start of the computation and all bits to be erased to the end of the computation. It is easy to see that this is no restriction. If we have a computation where irreversible acts happen throughout the computation, then we

can always mark the bits to be erased, waiting with actual erasure until the end of the computation. Similarly, the bits to be provided can be provided (marked) at the start of the computation while the actual reading of them (simultaneously unmarking them) takes place throughout the computation).

3.2 Computing Between x and y

Consider a general computation which outputs string y from input string x. We want to know the minimum irreversibility cost for such computation. The result below appears in [Bennett *et al.,* 1993] with a different proof.

Theorem 2 (Fundamental theorem) *Up to an additive logarithmic term*[3]*,*

$$E(x,y) = C(x|y) + C(y|x).$$

Proof. We prove first an upper bound and then a lower bound.

Claim 1 $E(x,y) \leq C(y|x) + C(x|y) + 2[C(C(y|x)|y) + C(C(x|y)|x)]$.

Proof. We start out the computation with programs p, q, r. Program p computes y from x and $|p| = C(y|x)$. Program q computes the value $C(x|y)$ from x and $|q| = C(C(x|y)|x)$. Program r computes the value $C(y|x)$ from y and $|r| = C(C(y|x)|y)$. To separate the different binary programs we have to encode delimiters. This takes an extra additional number of bits logarithmic in the two smallest length of elements p, q, r. This extra log term is absorbed in the additive log term in the statement of the theorem. The computation is as follows. Everything is executed reversibly apart from the final irreversible erasure.

1. Use p to compute y from x producing garbage bits $g(x,y)$.

2. Copy y, and use one copy of y and $g(x,y)$ to reverse the computation to x and p. Now we have p, q, r, x, y.

[3] Which is $O(\min\{C(C(y|x)|y), C(C(x|y)|x)\}) = O(\log\min\{C(y|x), C(x|y)\})$. It has been shown, [Gács, 1974], that for some x of each length n we have

$$\log n - \log\log n \leq C(C(x)|x),$$

and for all x of length n we have

$$C(C(x)|x) \leq \log n + 2\log\log n.$$

3. Copy x, and use one copy of x and q to compute $C(x|y)$ plus garbage bits.
4. Use $x, y, C(x|y)$ to dovetail the running of all programs of length $C(x|y)$ to find s, a shortest program to compute x from y. Doing this, we produce more garbage bits.
5. Copy s, and reverse the computations in Steps 4, 3, canceling the extra copies and all garbage bits. Now we have p, q, r, s, x, y.
6. Copy y, and use this copy to compute the value $C(y|x)$ from r and y producing garbage bits.
7. Use $x, y, C(y|x)$, to dovetail the running of all programs of length $C(y|x)$ to obtain a copy of p, the shortest program to compute y from x, producing more garbage bits.
8. Delete a copy of p and reverse the computation of Steps 7, 6 canceling the superfluous copy of y and all garbage bits. Now we are left with x, y, r, s, q.
9. Compute from y and s a copy of x and cancel a copy of x. Reverse the computation. Now we have y, r, s, q.
10. Erase s, r, q irreversibly.

We started out with additional shortest programs p, q, r apart from x. We have irreversibly erased the shortest programs s, q, r, where $|s| = C(x|y)$, leaving only y. This proves the claim. $\Box$

Note that all bits supplied in the beginning to the computation, apart from input x, as well as all bits irreversibly erased at the end of the computation, are *random* bits. This is because we supply and delete only shortest programs, and a shortest program p satisfies $C(p) \geq |p|$, that is, it is maximally random.

Claim 2 *$E(x, y) \geq C(y|x) + C(x|y)$.*

Proof. To compute y from x we must be given a program to do so to start out with. By definition the shortest such program has length $C(y|x)$.

Assume the computation from x to y produces $g(x,y)$ garbage bits. Since the computation is reversible we can compute x from y and $g(x,y)$. Consequently, $|g(x,y)| \geq C(x|y)$ by definition [Zurek, 1989]. To end the computation with y alone we therefore must irreversibly erase $g(x,y)$ which is at least $C(x|y)$ bits. $\Box$

Together Claims 1, 2 prove the theorem. $\Box$

Erasing a record x is actually a computation from x to the empty string ϵ. Hence its irreversibility cost is $E(x,\epsilon)$, and given by a corollary to Theorem 2.

Corollary 2 *Up to a logarithmic additive term, the irreversible cost of erasure is $E(x,\epsilon) = C(x)$.*

4 Trading Time and Space for Energy

In order to erase a record x, Corollary 2 actually requires us to have, apart from x, a program p of length $C(C(x)|x)$ for computing $C(x)$, given x. The precise bounds are $C(x) \leq E(x,\epsilon) \leq C(x) + 2C(C(x)|x)$. This optimum is not effective, it requires that p be given in some way. But we can use the same method as in the proof of Theorem 2, by compressing x using some time bound t. Using space bounds is entirely analogous. Instead of the superscript 't', we can use everywhere 's', where '$s(\cdot)$' denotes a space bound, or 't,s' to denote simultaneous time and space bounds.

First we need some definitions as in [Li and Vitányi, 1993], page 378 and further. Because now the time bounds are important we consider the universal Turing machine U to be the machine with two work tapes which can simulate t steps of a multitape Turing machine T in $O(t \log t)$ steps. If some multitape Turing machine T computes x in time t from a program p, then U computes x in time $O(t \log t)$ from p plus a description of T.

Definition 4 *Let $C^t(x|y)$ be the* minimal length *of binary program (not necessarily reversibly) for the two work tape universal Turing machine U computing x given y (for free)* in time t. *Formally,*

$$C^t(x|y) = \min_{p \in \mathcal{N}} \{|p| : U(\langle p, y \rangle) = x \textit{ in} \leq t(|x|) \textit{ steps}\}.$$

$C^t(x|y)$ is called the t-time-limited conditional Kolmogorov complexity *of x given y. The unconditional version is defined as $C^t(x) := C^t(x,\epsilon)$. A*

program p such that $U(p) = x$ in $\leq t(|x|)$ steps and $|p| = C^t(x)$ is denoted as x_t^*.

Note that with $C_T^t(x|y)$ the conditional t-time-limited Kolmogorov complexity with respect to Turing machine T, for all x, y, $C^{t'}(x|y) \leq C_T^t(x|y) + c_T$, where $t' = O(t \log t)$ and c_T is a constant depending on T but not on x and y.

This $C^t(\cdot)$ is the standard definition of time-limited Kolmogorov complexity. However, in the remainder of the paper we always need to use reversible computations. Fortunately, in [Bennett, 1989] the following is shown (using the simulations refered to in Section 3).

Lemma 5 *For any $\epsilon > 0$, ordinary multitape Turing machines using T time and S space can be simulated by reversible ones using time $O(T)$ and space $O(ST^\epsilon)$ (or in $O(T)$ time and space $O(S + T)$).*

To do effective erasure of compacted information, we must at the start of the computation provide a time bound t. Typically, t is a recursive function and the complexity of its description is small, say $O(1)$. However, in Theorem 3 we allow for very large running times in order to obtain smaller $C^t(\cdot)$ values. (In the theorem below t need not necessarily be a recursive function $t(|x|)$, but can also be used nonuniformly. This leads to a stronger result.)

Theorem 3 (Irreversibility cost of effective erasure) *If $t(|x|) \geq |x|$ is a time bound which is provided at the start of the computation, then erasing an n bit record x by an otherwise reversible computation can be done in time (number of steps) $O(2^{|x|} t(|x|))$ at irreversibility cost $C^t(x) + 2C^t(t|x) + 4 \log C^t(t|x)$ bits. (Typically we consider t as some standard explicit time bound and the last two terms adding up to $O(1)$.)*

Proof. Initially we have in memory input x and a program p of length $C^t(t, x)$ to compute reversibly t from x. To separate binary x and binary p we need to encode a delimiter in at most $2 \log C^t(t|x)$ bits.

1. Use x and p to reversibly compute t. Copy t and reverse the computation. Now we have x, p and t.

2. Use t to reversibly dovetail the running of all programs of length less than x to find the shortest one halting in time t with output x. This is x_t^*. The computation has produced garbage bits $g(x, x_t^*)$. Copy x_t^*, and reverse the computation to obtain x erasing all garbage bits $g(x, x_t^*)$. Now we have x, p, x_t^*, t in memory.

3. Reversibly compute t from x by p, cancel one copy of t, and reverse the computation. Now we have x, p, x_t^* in memory.

4. Reversibly cancel x using x_t^* by the standard method, and then erase x_t^* and p irreversibly.

□

Corollary 3 *The irreversibility cost satisfies*

$$E(x, \epsilon) \geq \lim_{t \to \infty} C^t(x) = C(x),$$

and by Theorem 2 up to an additional logarithmic term

$$E(x, \epsilon) = C(x).$$

Essentially, by spending more time we can reduce the thermodynamic cost of erasure of x_t^* to its absolute minimum. In the limit we spend the optimal value $C(x)$ by erasing x^*, since $\lim_{t \to \infty} x_t^* = x^*$. This suggests the existence of a trade-off hierarchy between time and energy. The longer one reversibly computes on a particular given string to perform final irreversible erasures, the less bits are erased and energy is dissipated. This intuitive assertion will be formally stated and rigourously proved below as Theorem 4: for each length n we will construct a particular string which can be compressed more and more by a sequence of about $\sqrt{n}/2$ growing time bounds. We proceed through a sequence of related 'irreversibility' results.

Definition 5 *Let UR be the reversible version of the two worktape universal Turing machine, simulating the latter in linear time by Lemma 5. Let $E^t(x, y)$ be the* minimum irreversibility cost *of an otherwise reversible computation from x to y* in time t. *Formally,*

$$E^t(x, y) = \min_{p, q \in \mathcal{N}} \{|p| + |q| : UR(\langle x, p \rangle) = \langle y, q \rangle \text{ in} \leq t(|x|) \text{ steps}\}.$$

Because of the similarity with Corollary 3 ($E(x, \epsilon)$ is about $C(x)$) one is erroneously led to believe that $E^t(x, \epsilon) = C^t(x)$ up to a log additive term. However, the time-bounds introduce many differences. To reversibly compute x_t^* we may require (because of the halting problem) at least $O(2^{|x|} t(|x|))$ steps after having decoded t, as indeed is the case in the proof of Theorem 3. In contrast, $E^t(x, \epsilon)$ is about the number of bits erased in an otherwise reversible computation which uses at most t steps. Therefore, as far as we

know possibly $C^t(x) \geq E^{t'}(x,\epsilon)$ implies $t' = \Omega(2^{|x|}t(|x|))$. More concretely, it is easy to see that for each x and $t(|x|) \geq |x|$,

$$E^t(x,\epsilon) \geq C^t(x) \geq E^{t'}(x,\epsilon)/2, \tag{1}$$

with $t'(|x|) = O(t(|x|)$. Namely, the left inequality follows since $E^t(x,\epsilon)$ means that we can reversibly compute from $\langle x,p\rangle$ to $\langle \epsilon,q\rangle$ in $t(|x|)$ time where $|p|+|q| = E^t(x,\epsilon)$. But this means that we can compute x from q in $t(|x|)$ time (reversing the computation) and therefore $C^t(x) \leq |q|$. The right inequality follows by the following scenario. At the start of the computation provide apart from input x also (irreversibly) x_t^*, the shortest binary program computing x in at most $t(|x|)$ steps, so $|x_t^*| = C^t(x)$. From x_t^* reversibly compute a copy of x in $O(t(|x|))$ time, Lemma 5, cancel the input copy of x, reverse the computation to obtain x_t^* again, and irreversibly erase x_t^*.

Theorem 3 can be restated in terms of $E^t(\cdot)$ as

$$E^{t'}(x,\epsilon) \leq C^t(x) + 2C^t(t|x) + 4\log C^t(t|x),$$

with $t'(|x|) = O(2^{|x|}t(|x|))$. Comparing this to the righthand inequality of Equation 1 we have improved the upper bound on erasure cost at the expense of increasing erasure time. However, these bounds only suggest but do not actually prove that we can exchange irreversibility for time. Below, we establish rigorous time-space-irreversibility trade-offs.

5 Trade-off Hierarchy

The following result establishes the existence of a trade-off hierarchy of time versus irreversibility for exponential time computations. [4] The proof proceeds by a sequence of diagonalizations which just fit in the exponential time bounds.

[4] A superficially similar but quite different result for the time-limited so-called *uniform* Kolmogorov complexity variant $C(x;|x|)$ was given in [Daley, 1973b], but is too weak for our purpose. There the time bound t denotes *decompression* time while in $E^{t'}(x,\epsilon)$ the time bound t' relates to *compression* time. Moreover, the result shows a hierarchy in the sense that for certain classes of unbounded functions $\{f_i : i \in \mathcal{N}\}$ (satisfying $2f_{i+1}(n) \leq f_i(n)$), there exists a recursive infinite sequence $\omega_1\omega_2\ldots$ and a recursive sequence of time bounds $\{t_i : i \in \mathcal{N}\}$, such that for each $i \geq 1$ there are infinitely many n such that $C^{t_i}(\omega_1\ldots\omega_n;n) > f_i(n)$ while for all n we have $C^{t_{i+1}}(\omega_1\ldots\omega_n;n) \leq f_i(n)$. See also Exercise 7.7 in [Li and Vitányi, 1993]. Note that the set of infinitely many n in the statement above may constitute a different disjoint set for each i. Hence, for each pair of distinct time bounds there are initial segments of the *single infinite* sequence which

Theorem 4 (Irreversibility-time trade-off hierarchy) *For every large enough n there is a string x of length n and a sequence of $m = \frac{1}{2}\sqrt{n}$ time functions $t_1(n) < t_2(n) < \ldots < t_m(n)$, such that*

$$E^{t_1}(x, \epsilon) > E^{t_2}(x, \epsilon) > \ldots > E^{t_m}(x, \epsilon).$$

Proof. Given n, we will construct a string x of length n satisfying the requirements of the theorem. String x will be constructed in m steps, and x will contain m blocks $x_1, x_2, \ldots, x_m$ each of length $b = n/m$. The idea is to make these blocks harder and harder to compress. Define, for $1 \leq k \leq m$,

$$t_k(n) = 2^{kn}.$$

In our construction, we will enforce the following things:

- All m blocks can be compressed iff given enough time. Precisely, x_k can be compressed to $O(\log n)$ size given $t_{k+1}(n)$ time, but given $t_k(n)$ time x_k cannot be compressed at all.
- No "collective compression". If x_k cannot be compressed in time t then the concatenation $x_k \ldots x_m$, as a single string, cannot be compressed in time t either. In the construction, we will use only prefixes from strings in set S_k which consists of strings that are not compressible in time $t_k(n)$.

Algorithm to Construct x

Initialize: Set $S_0 := \{0,1\}^n$, the set of all strings of length n, and $t_0(n) := 0$ and $k := 0$.

Repeat For $k + 1 := 1, \ldots, m$**:** /$*$ Starting the $(k+1)$st repetition, the first k blocks $x_1, \ldots, x_k$ of x have already been constructed and in the kth repetition we have constructed a set S_k consisting of strings of

exhibit different compressions, but not necessarily the same initial segment exhibiting pairwise different compressions for more than two time bounds simultaneously, let alone a $\sqrt{n}/2$ level time-erasure hierarchy for *single finite* sequences of *each* length n as in Theorem 4. Even if it could be shown that there are infinitely many initial segments, each of which exhibits maximally many pairwise different compressions for different time bounds, it would still only result in a $\log n$ level time-decompression hierarchy for sequences of infinitely many lengths n. In contrast, the proof of Theorem 4 also yields the analogous $\sqrt{n}/2$ level time-decompression hierarchy for Kolmogorov complexity.

length $n-kb$, no element of which can be computed from programs of length less than $n-kb-2k$ in time $t_k(n)$. Furthermore,

$$2^{n-kb} \geq |S_k| \geq 2^{n-kb-2k}. \quad */$$

Construct x_{k+1} from S_k as follows. Let s be the lexicographic first string of length b such that

$$|\{s' : ss' \in S_k\}| \geq 2^{n-(k+1)b-2k}. \tag{2}$$

Such a s exists by Claim 3. Set $x_{k+1} := s$.

Construct S_{k+1} from S_k and x_{k+1} as follows. Let $S'_k = \{s' : x_{k+1}s' \in S_k\}$. We have $|S'_k| \geq 2^{n-(k+1)b-2k}$ by Equation 2. Simulate each of the programs of length less than $n-(k+1)b-2(k+1)$ for $t_{k+1}(n)/2$ steps. Set S_{k+1} to be the set of all strings s' of length $n-(k+1)b$ such that $s' \in S'_k$ and s' is not an output of any of the above simulations. We have $|S_{k+1}| \geq 2^{n-(k+1)b-2(k+1)}$. Trivially, $2^{n-(k+1)b} \geq |S_{k+1}|$. This finishes the description of the algorithm.

Claim 3 *There is a string s of length b such that*

$$|\{s' : ss' \in S_k\}| \geq 2^{n-(k+1)b-2k}.$$

Proof. If the claim is false, then the number of elements in S_k must be less than

$$2^b 2^{n-(k+1)b-2k} = 2^{n-kb-2k},$$

which is a contradiction. □

Claim 4 *For each $k = 1, \ldots, m$, the sequence of blocks $x_1, \ldots, x_k$ can be computed by a $O(\log n)$ sized program in time $t_{k+1}(n)/n$.*

Proof. Using the values of n, b, k and a constant size program we can execute the Construction algorithm up to and including the $(k-1)$th repetition in at most

$$\begin{aligned}\sum_{i=1}^{k-1} 2^{n-ib-2i} t_i(n) &\leq 2^{n-b-2} \sum_{i=1}^{k-1} 2^{ni} \\ &\leq 2^{n-2\sqrt{n}-2} 2^{n(k-1)+1} \leq 2^{nk}/2n = t_k(n)/2n\end{aligned}$$

steps. Subsequently, we can find x_k in at most $n|S_{k-1}| \leq t_k(n)/2n$ steps. Therefore, in a total number of steps not exceeding $t_k(n)/n$, we can compute the list $x_1, \ldots, x_k$ by a $O(\log n)$ size program. □

Claim 5 *Let n, b, m, k be as above. Then, $E^{t_k}(x, \epsilon) \leq n - kb + O(\log n)$.*

Proof. Using Claim 4, we can compute x from an $O(\log n)$ bits program and $x_{k+1}, \ldots x_m$ ($\leq n - kb + O(\log n)$ bits), collectively denoted as program p, in $t_k(n)/n$ time. Trivially, we can compress x using an a program q (containing n, m, k) with $|q| = O(\log n)$ to p in $t_k(n)/n$ time. Using methods developed earlier in this paper, we can erase x in an otherwise reversible computation irreversibly erasing only $|p| = n - kb + O(\log n)$ bits and irreversibly providing only $|q|$ bits, in $t_k(n)$ time, as follows. By Lemma 5 the overhead incurred by making these computations reversible is only linear.

1. Reversibly compute p from x and q, with garbage $g(x, p)$, using $O(t_k(n)/n)$ steps. Now we have $p, g(x, p)$.

2. Copy p, then reverse the computation of Item 1, absorbing the garbage bits $g(x, p)$, using at most $O(t_k(n)/n)$ steps. Now we have x, p, q.

3. Reversibly compute from p to x, with garbage $g(p, x)$; then cancel a copy of x, using at most $O(t_k(n)/n)$ time. Now we have $x, q, g(p, x)$.

4. Reverse the computation of Item 3, absorbing the garbage bits $g(p, x)$, leaving only p, q, then remove p and q irreversibly, using at most time $t_k(n)/n)$.

In total, above erasing procedure uses $O(t_k(n)/n)$ steps and erases $|p| + |q|$ bits irreversibly and provides $|q|$ bits irreversibly. This proves the claim. □

Claim 6 *Let n, b, m, k be as above. Then, $E^{t_k}(x, \epsilon) \geq n - kb - 2k - 7\log n$.*

Proof. Suppose the contrary, and we can reversibly compute $\langle \epsilon, q \rangle$ from $\langle x, p \rangle$, with

$$|q| \leq E^{t_k}(x, \epsilon) < n - kb - 2k - 7\log n.$$

Then, reversing the computation, in $t_k(n)$ time a program q of size at most $n - kb - 2k - 7\log n$ can reversibly compute x possibly together with (here irrelevant) garbage p. Therefore, this program q plus descriptions of n, m, k

of total size at most $n-kb-2k-\log n$ can (possibly non-reversible) compute $x_{k+1} \ldots x_m$ in S_k in time $t_k(n)$. But this contradicts the definition that no string in S_k can be (non-reversible) computed in time $t_k(n)$ by a program of less than $n - kb - 2k$ bits. $\Box$

By Claim 5 using $(k+1)$ for k, Claim 6, and the assumption that $b = 2\sqrt{n}$, we have for all k such that $1 \leq k < m$,

$$E^{t_k}(x, \epsilon) > E^{t_{k+1}}(x, \epsilon).$$

The theorem is proven. $\Box$

We have demonstrated our theorem for the case when $y = \epsilon$. For $y \neq \epsilon$, it is easy to see that the proof still holds if we simply require that $|x_k| \geq |y|^2$ for each k and make sure y is always an extra input when we simulate all the short programs to construct x. Therefore, the theorem can be generalized to the following.

Corollary 4 *For every y and every large enough n there is a string x of length n and a sequence of $m = \frac{1}{2}\sqrt{n}$ time functions $t_1(n) < t_2(n) < \ldots < t_m(n)$, such that*

$$E^{t_1}(x, y) > E^{t_2}(x, y) > \ldots > E^{t_m}(x, y).$$

Various different information distances and thermodynamic cost measures can be considered. For example, considering only the maximum of the irreversibly provided bits or initial program and the irreversibly erased bits or final garbage. Following Landauer, [Landauer, 1961], we may for the energy-dissipation consider only the number of irreversibly erased bits. All such measures and also time-limited Kolmogorov complexities exhibit the same or very similar time-irreversibility trade-offs by the above proof. The result is common to all reasonable cost measures, and the reader is referred to [Bennett *et al.,* 1993] for the fine distictions among them and for their physical meanings.

6 Extreme Trade-offs

While the time functions in Theorem 4 are much too large for practical computations, they are much smaller than the times required to squeeze the irreversibility out of those computations most resistant to being made reversible. The following *blow-up* Lemma 6, [Barzdin', 1968], was one of the very first results in 'time-limited' Kolmogorov complexity.

Definition 6 Let set $A \subseteq \mathcal{N}$. Its *characteristic sequence* $\chi = \chi_1\chi_2\ldots$ is defined by $\chi_i = 1$ if $i \in A$ and 0 otherwise (all $i \in \mathcal{N}$). If A is recursively enumerable (r.e. for short), then we call χ an *r.e. sequence*.

Lemma 6 *(i) There is an r.e. sequence χ such that for each total recursive function t there is a constant c_t $(0 < c_t < 1)$, such that for each n we have $C^t(\chi_1 \ldots \chi_n|n) \geq c_t n$.*

(ii) Each r.e. sequence χ satisfies $C(\chi_1 \ldots \chi_n) \leq 2\log n + c$ for all n, where c is a constant dependent on χ (but not on n).

It follows from Equation 1 that $E^t(x, \epsilon) \geq C^t(x)$ for all time bounds t. Then, by Lemma 6 (i), there is a sequence $\chi = \chi_1\chi_2\ldots$ such that for each total recursive time bound t there is a constant $c_t > 0$ such that $E^t(\chi_1 \ldots \chi_n, \epsilon) > c_t n$.

However, for a large enough nonrecursive time bound T (like $T(n) = \infty$) we have $E^T(\chi_1 \ldots \chi_n) = C(\chi_1 \ldots \chi_n)$, for all n. Then, by Lemma 6 (ii) all such sequences $\chi = \chi_1\chi_2\ldots$ satisfy $E^T(\chi_1 \ldots \chi_n) \leq 2\log n + c$, for all n (with $c > 0$ a constant depending only on χ). These two facts together demonstrate that with respect to the irreversible erasure of certain strings exponential energy dissipation savings are sometimes possible when any recursive time bound whatsoever available for the erasure procedure is changed to a large enough nonrecursive time bound.

Theorem 5 *There is a r.e. sequence χ and some (nonrecursively) large time bound T, such that for each total recursive time bound t, for each initial segment x of χ*

$$E^t(x, \epsilon) > c_t 2^{E^T(x,\epsilon)/2},$$

where $c_t > 0$ is a constant depending only on t and χ.

The trade-off can be slightly improved for a restricted set of infinitely many initial segments of χ in the sense of dropping the dependency of the constant c_t on t. Using a result [Daley, 1973a], page 306 last line, instead of Barzdin's Lemma 6 (i), changes the theorem to:

"There is an r.e. sequence χ and some (nonrecursively) large time bound T, such that for each total recursive time bound t, for infinitely many initial segments x of χ:

$$E^t(x, \epsilon) > c2^{E^T(x,\epsilon)/2},$$

where c is a constant depending only on χ."

In other situations the trade-off can be even more extreme. We just mention the results and do not explain the esotheric notions involved but refer the interested reader to the cited literature. For so-called Mises-Wald-Church random binary sequences $\omega = \omega_1\omega_2 \ldots$ where the admissible place-selection rules are restricted to the total recursive functions (instead of the more common definition using the partial recursive functions) Daley has shown the following. (We express his results in the Kolmogorov complexity variant called *uniform complexity* he uses. In [Li and Vitányi, 1993], Exercise 2.42, the uniform complexity of x is denoted as $C(x; l(x))$)

There are sequences ω as described above such that for each unbounded total recursive function f (no matter how small) we have $C(\omega_1 \ldots \omega_n; n) < f(n)$ for all large enough n, [Daley, 1975], given as Exercise 2.47 Item (c) in [Li and Vitányi, 1993].

Moreover, for all such ω and each total unbounded nondecreasing time bound t (no matter how great) there are infinitely many n such that $C^t(\omega_1 \ldots \omega_n; n) \geq n/2$, [Daley, 1973a], given as Exercise 7.6 in [Li and Vitányi, 1993].

Defining a uniform energy dissipation variant $E_u(\cdot, \cdot)$ similar to Definitions 3, 5 but using the uniform Kolmogorov complexity variant, these results translate in the now familiar way to the statement that the energy-dissipation can be reduced arbitrarily computably far by using enough (that is, a noncomputable amount of) time.

Lemma 7 *There is a sequence ω and a (nonrecursively) large time bound T, such that for each unbounded total recursive function f, no matter how large, for each total recursive time bound t, there are infinitely many n for which*

$$E_u^t(\omega_1 \ldots \omega_n, \epsilon) > f(E_u^T(\omega_1 \ldots \omega_n, \epsilon)).$$

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